

STAR WARS SHADOWS OF THE EMPIRE

Game Design Outline – Revised January 26, 1995

by Jon Knoles

CONFIDENTIAL

SHADOWS OF THE EMPIRE

FOR THE NINTENDO ULTRA-64 SYSTEM

A GENERAL OVERVIEW

SHADOWS is a fast-paced 3D Arcade-action game for the Nintendo ULTRA-64 system that adds an intriguing new twist to the *STAR WARS* Universe. Essentially it combines the type of exciting first-person combat found in *DARK FORCES* with intense space combat similar to *X-WING* and *TIE FIGHTER*, as well as atmospheric flight and speeder bike chases. The graphics will be extremely crisp, the story and characters new and fresh and, most importantly, the action furious and plentiful.

THE ACTION

For the first time ever in a real-time 3D environment, **SHADOWS** enables the Player to pilot a snowspeeder against Imperial walkers, navigate a speeder bike through treacherous canyons while ramming enemy bikers, don a jet pack and engage fearsome bounty hunters like Boba Fett in a pitched battle on the ground and in the air. Additionally, the Player will experience riveting combat action similar to *DARK FORCES*, *X-WING* and *TIE FIGHTER* throughout the game, picking up new weapons and piloting a plethora of new vehicles, as well as some old favorites.

THE GRAPHICS

The graphics in **SHADOWS** will be unparalleled in clarity and detail, thanks to the capabilities of the ULTRA-64 and the talented programmers and artists of LucasArts. The look of the game will be closer to reality than anything previously seen on a home video game machine. The vehicles will appear as if they flew right off of the movie screen into the game and the worlds will be as colorful and as spectacular as any scene from the *STAR WARS* Trilogy. The enemies, whether humanoid, droid, alien or vehicle will be fully texture-mapped real-time 3D rendered characters. Between action levels, cinematic cut-scenes thread the story along in classic LucasArts style, with new *STAR WARS* characters appearing in an illustrated form similar to those found in *X-WING* or *TIE FIGHTER*'s scenes. Cut-scenes will also be composed utilizing the 3D engine from the game, allowing for graceful, fluid animations and eye-popping full-screen visuals with no blocky pixel scaling!

TYPES OF GAMEPLAY

Snowspeeder / walker battle-----behind ship or inside
Corridor battles ----- similar to *DARK FORCES*
Speeder Bike chases----- on bike or behind bike
Space Dogfights, Asteroid Field ----- in cockpit, behind ship, or gun turret views
Jet pack dueling-----with unique chase camera techniques
Attack on bases----- as inside Death Star from film, *RETURN OF THE JEDI*
Giant hovertrain chase-----jumping on and off of rapidly moving cars
Atmospheric flight through canyons, mountains, etc.
Attacks on transforming warships disguised as freighters, etc.

THE STORY

Set in the period between *The Empire Strikes Back* and *Return of the Jedi*, **SHADOWS** immerses the Player deep into the galactic criminal underworld of smugglers, gunrunners, bounty hunters and assassins that operate under the iron fist of the fiendishly clever **Dark Prince Xizor** (pronounced "SHEE-zor") who has become a close confidant of Emperor Palpatine. More and more, the Emperor turns to Xizor and his feared **Black Sun** organization to carry out the most evil of the Emperor's plans in deepest secrecy, and with frightening brutality. Sensing Xizor's growing power and influence as a threat to the Empire, Darth Vader warns the Emperor that such a close connection with the treacherous criminal underworld is risky. Now the relationship between Vader and Xizor is mired in distrust and intrigue. A power struggle of titans.

It is against this background that Vader is obsessed with capturing his son, Luke Skywalker, after convincing the Emperor that Luke would be turned to the Dark Side of the Force or be destroyed. Vader commits the massive forces of his Imperial Starfleet to finding Skywalker and for help in this quest, he turns to the likes of Jabba the Hutt and the minions of bounty hunters under his employ -- a mistake on Vader's part, for each of them is under Xizor's control.

When Xizor learns of Vader's plan to capture Skywalker, he sees Vader's vulnerability and hatches the most devious plot of his long, wretched career: to undermine Vader and destroy his standing with the Emperor, Luke Skywalker must be killed! The Emperor would surely realize that Darth Vader's search has put the Empire in a dangerous position and that he is better off with both Vader and Skywalker out of the way, thus eliminating Xizor's greatest obstacle in his quest for absolute power.

Xizor's assassination plot spins an evil web that involves Jabba the Hutt, Boba Fett and other bounty hunters, a new cast of alien mercenaries, a flotilla of Imperial vessels, and pitched battles with the Rebel Fleet. Xizor also provides the Emperor with the idea of infiltrating the Bothan spy network (which is attempting to obtain data for the new Death Star under construction) and setting a trap for the Rebels. The foolproof plot will be untraceable back to Xizor.

Sensing an extreme danger to Luke (sans lightsaber), who is preoccupied with his quest to rescue Han Solo (still frozen in carbonite and on his way to Jabba the Hutt), the Rebels turn to the extraordinarily talented, and somewhat unpredictable Rebel warrior **Dash Rendar** (who helped them during the Battle of Hoth) to shadow Luke, infiltrate and eliminate this new hidden threat to the Rebellion and eventually destroy Xizor and his **Black Sun** organization.

THE LOCATIONS

- Surface of Ice planet Hoth and corridors of Echo Base
- Asteroid field
- Dunes and Canyons of Tatooine, Mos Eisley streets
- Starship graveyard
- Surface of rock planet Gall and other new alien worlds
- Ancient secret weapon testing facility
- Inside huge bulk freighters and other giant ships in deep space
- The treacherous hidden tunnels of Xizor's fortress on the Imperial planet Coruscant
- Xizor's huge space-elevator base above Coruscant
- Deep space battles o'plenty

THE VEHICLES

Many of the vehicles in **SHADOWS** will be recognizable to *Star Wars* fans. Additionally there will be several vehicles which are being created for the *Star Wars: Special Edition* film for 1997 as well as those created for the **SHADOWS** game, novel and comic books.

Among the vehicles the Player will control:

- SNOWSPEEDER
- Dash Rendar's ultra-equipped spaceship, the **OUTRIDER**
- SWOOP (souped-up speeder bike)
- JET PACK (highly maneuverable and armed with missiles)

Some enemy vehicles and vessels:

- Imperial walkers (both AT-ST and AT-AT)
- TIE Fighters, Interceptors, and Bombers, bounty hunters' crafts.
- Star Destroyers, Shuttles, Heavy lifter Shuttles and Assault Frigates
- Xizor's armada of Shock Raiders (a deadly new starfighter)
- Boba Fett's **Slave1**, IG-88's **IG2000**

THE WEAPONS

Throughout the game, the Player will receive new weapons and power-ups for the **OUTRIDER** as well as for Dash's armored battle suit

Standard weaponry for the **OUTRIDER**:

- Single LASER CANNON
- Four CONCUSSION MISSILES
- Four PROTON TORPEDOES
- Two dual-barrel LASER TURRETS (auto-fire or player-controlled)

Power-ups for the **OUTRIDER**:

- Dual LASER CANNONS
- Dual ION CANNONS
- CONCUSSION MISSILES
- PROTON TORPEDOES
- Quad-barrel LASER TURRETS (auto-fire or player-controlled)
- SUB-LIGHT DRIVE BOOSTER (for added speed)
- CONTROL BOOSTER (for added maneuverability)
- SHIELD GENERATOR BOOSTER (for added protection)

Standard weaponry and gear for Dash Rendar:

- BLASTER PISTOL
- ARMOR SUIT and helmet with basic TARGETING SYSTEM
- Three THERMAL DETONATORS

Power-ups for Dash Rendar:

- Two BLASTERS, BLASTER RIFLE and various types of charges
- CONCUSSION RIFLE
- ION REPEATER GUN
- THERMAL LAUNCHER
- PLASMA BEAM RIFLE (spreader beam)
- JET PACK with missile launchers and more!

THE CHARACTERS

HEROES

DASH RENDAR(player controlled)-

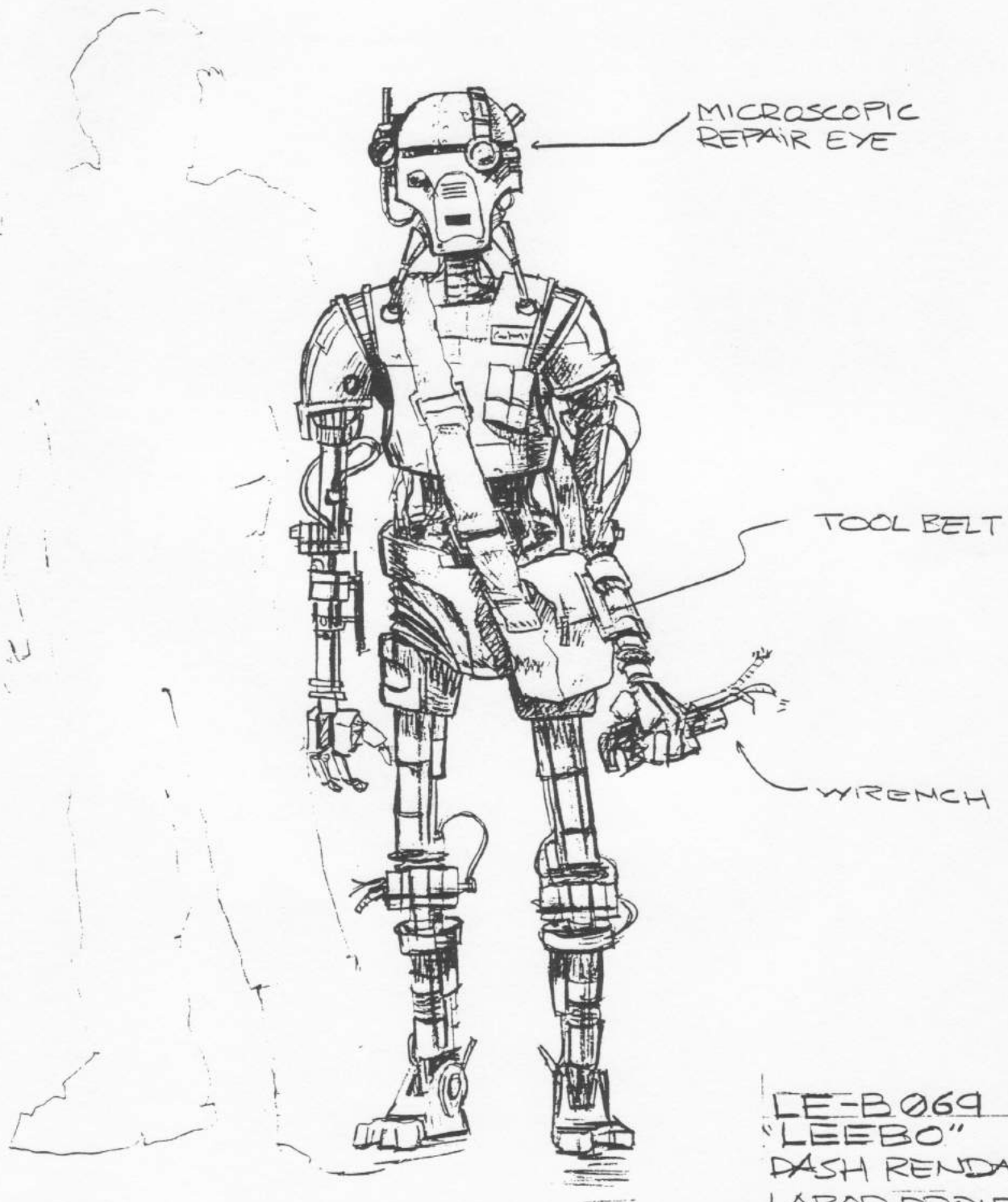
Daring (and reckless) young hot-shot pilot and soldier, Dash gets involved in every skirmish with the Empire he possibly can. He has served the Rebellion in many capacities, including a demolition expert, a top ace fighter pilot (who helped them in the Battle of Hoth) and ground trooper. While his skills are invaluable to the Rebellion, his reputation for putting others at risk with his reckless battle tactics does not go unnoticed. Currently he is enlisted by Princess Leia to hunt down and destroy a new hidden threat to Luke Skywalker and the Rebellion.

His well-equipped spaceship, the *OUTRIDER*, was left to him by his older brother - an independent freighter pilot who was suspected of having Rebel sympathies and murdered because of a mistake Dash made a few years earlier:

As an enlisted pilot in the Imperial Academy, Dash had flown a new prototype Imperial fighter during a Grand ceremony for the Emperor on Coruscant. In a careless showy maneuver, he managed to destroy both the new fighter *and* a new statue of the Emperor Palpatine himself. As punishment, Dash and his brother were called to appear before the Emperor. A gladiator droid proceeded to mutilate his brother before Dash's eyes. Dash was then sentenced to serve a life sentence on a dungeon ship, but was freed during a Rebel raid on the prison. His allegiance has since been dedicated to the cause of the Rebellion, his burning desire to personally destroy anything and everything Imperial.

LE-B069 ("LEE-bo") - "Leebo" is Dash Rendar's Labor Droid counterpart. He serves Dash as both co-pilot/gunner on board the *OUTRIDER*. He also provides Dash with information and warnings throughout the game that don't require cut-scenes. He is proficient at his tasks, but not as good as an advanced player would be. He is slightly humanoid in appearance, 1.5 meters tall and bi-pedal.

(SEE DASH RENDAR - NAME)



LE-B069
"LEEBO"
DASH RENDAR'S
LABOR DROID SID
KK

T. KNOLES '95

VILLAINS (non player-controlled)

Dark Prince Xizor ("SHEE-zor") Arch-villain. Xizor is a suave, cool-headed and cold-hearted criminal mastermind. He has somewhat reptilian features. He appears in animated cut-scenes throughout the game. At his command are thousands of galactic thugs, bounty hunters, assassin droids, pet creatures, and his own personal starfighter squadron.

(XIZOR IS THE LAST
SURVIVING MEMBER
OF THE FALLEN SPECIES
WHICH WAS DESTROYED
BY AN IMPERIAL
BIOLOGICAL WEAPONS
EXPERIMENT)



I LIKE THAT
HAIRPIECE UNIT
THAT KILLIAN
PLUNKET CAME
UP WITH. HOPE
IT IS PART OF
XIZOR'S FINAL
OUTFIT!

- JON

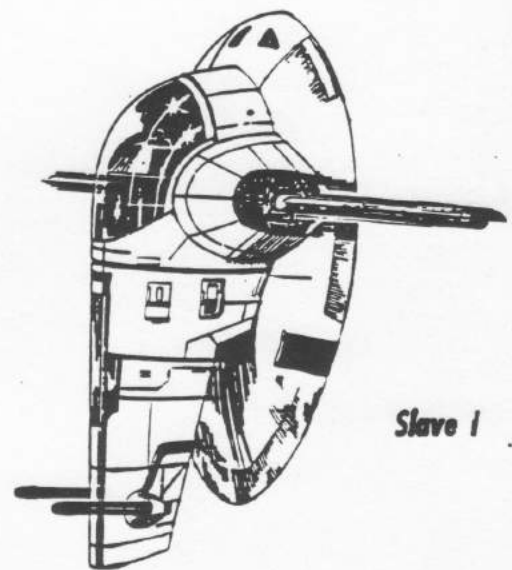
Boba Fett The infamous bounty hunter known throughout the galaxy. He wears Mandalorian body armor worn by the evil warriors defeated by the Jedi Knights during the Clone Wars (how he came across this armor is unknown).

His weapons include:

- Jet pack—————enables Boba to fly, hover.
- Wrist lasers—————damage= 2
- Rocket darts—————damage= 4
- Blaster rifle—————damage= 8
- Grappling lanyard—————holds target for 5 seconds
- Flame projector—————damage= 10

Fett's famous spaceship, the *Slave1*, is equipped with:

- Shields
- Sensor Jamming capability—————for 20 seconds
- 2 Twin-mounted Blaster-Cannons—————damage=10
- Concussion Missiles—————damage=15
- Ion Cannon—————damage=12 (disables target)
- Tractor Beam Projector————Holds target for 10 seconds
- Two Proton Torpedo Launchers—————damage=10



Slave 1

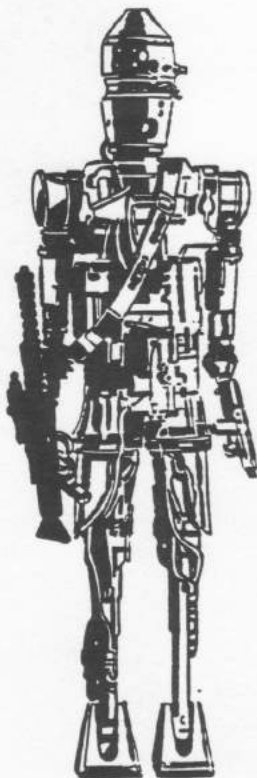
IG-88 AND IG CLONES - Feared assassin droid bounty hunter who uses clones of himself to assist in capturing (or assassinating) his prey. He responsible for at least 150 deaths galaxy-wide.

IG-88's weapons include:

- BLASTER RIFLE-----damage = 5
- SONIC STUNNER-----damage =10
- GRENADE LAUNCHER-----damage =15
- FLAME-THROWER-----damage =10

IG-88's spaceship, the **IG-2000**, is equipped with:

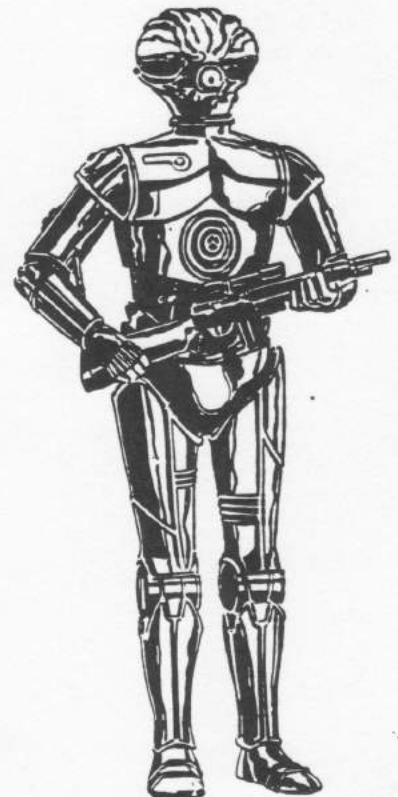
- SENSOR JAMMING capability-----for 10 seconds
- 2 Twin-mounted BLASTER-CANNONS-----damage =10
- CONCUSSION MISSILES-----damage=15
- ION CANNON-----damage=12 (disables target)
- TRACTOR BEAM PROJECTOR-----holds target for 5 seconds
- TWO PROTON TORPEDO LAUNCHERS -----damage=10



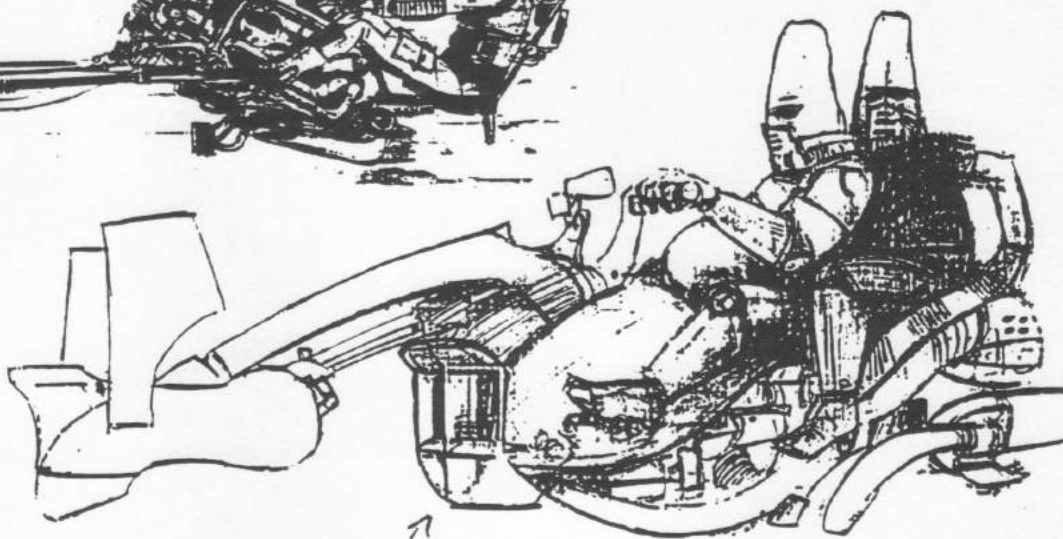
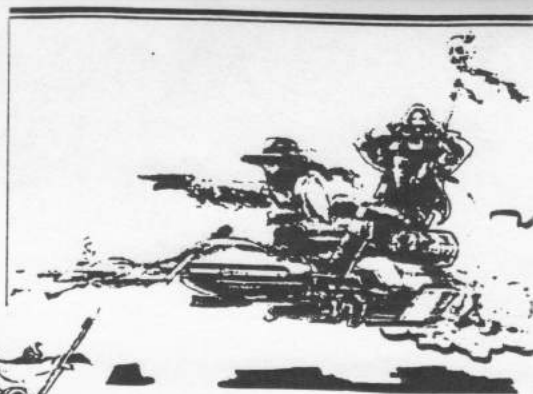
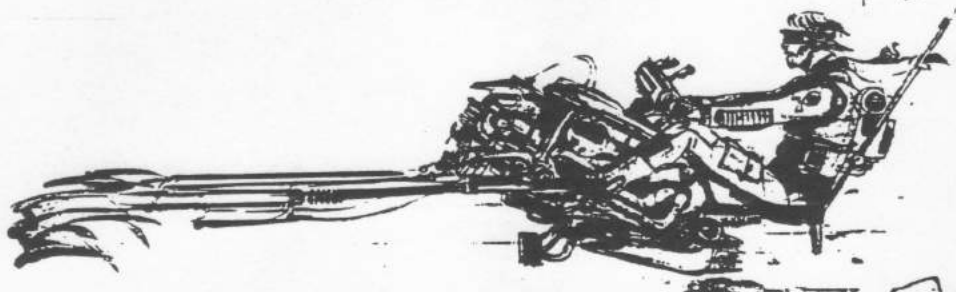
• BOSSK & DENGAR



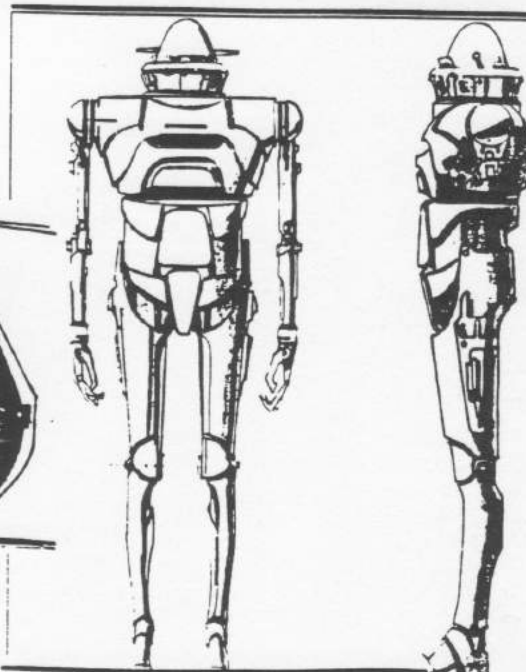
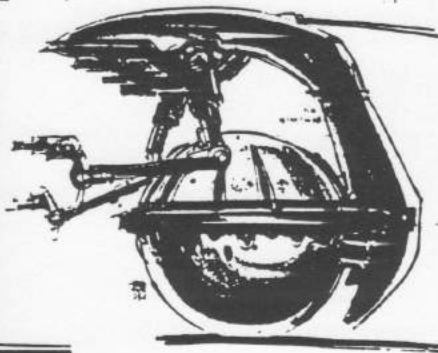
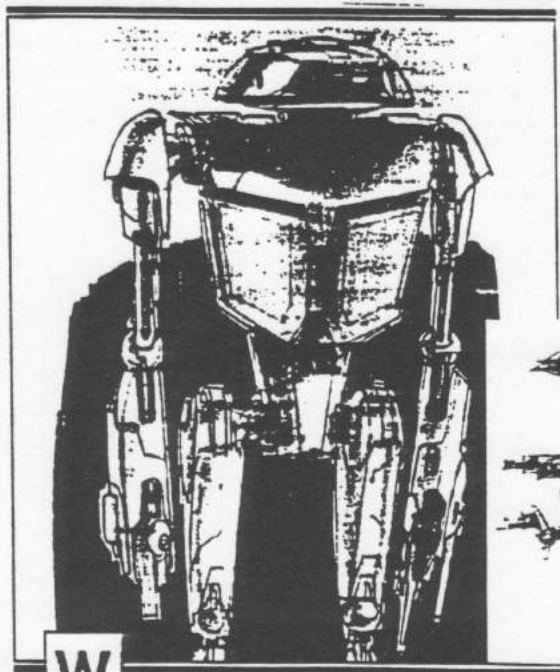
• ZUCKUSS AND 4-LOM



• SWOOP JOCKEYS, SPEEDER GANG THUGS



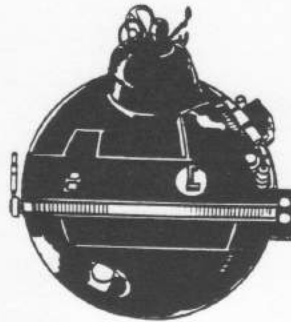
• ASSASSIN DROIDS



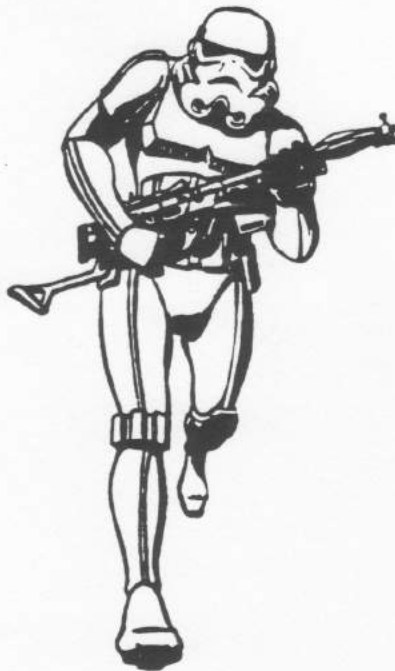
While technically illegal, assassin Droids are still used for certain choice assignments by Intelligence.

- **INTERROGATOR DROIDS, SENTRY DROIDS**

Imperial Interrogator Droid



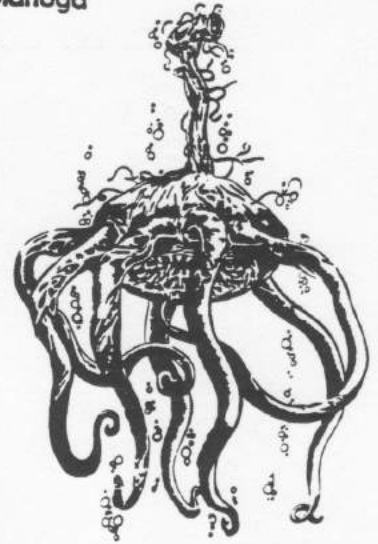
- **STORMTROOPERS, SNOWTROOPERS**



OTHER CHARACTERS (making appearances throughout game)

- GUNDARKS, WAMPA CREATURES, WORRTS
- DIANOGA MONSTERS, SEWER CREATURES
- RODIANS (GREEDO'S SPECIES)
- TUSKEN RAIDERS (SANDPEOPLE) & BANTHAS
- IMPERIAL PROBE DROIDS
- WEEQUAYS
- DARTH VADER
- EMPEROR PALPATINE
- BOTHANS
- PRINCESS LEIA
- LUKE SKYWALKER
- LANDO CALRISSIAN
- CHEWBACCA
- C-3PO
- R2-D2

Dianoga



WEEQUAYS

THE GAME

[LucasArts Logo, etc.]

***Shadows of the Empire* Logo**

[INTRO : Hoth from space, Star Destroyers above, walkers trampling surface below. Camera among snowspeeders in formation where Dash Rendar is introduced, preparing for battle, zooming into first person cockpit view.]

STAGE I : Battle in the Snow

Level 1: DESTROY AT-AT WALKERS

Approach AT-ATs from any angle, fly either around or through walkers' legs, using cannons to damage walker, then switch views to Harpoon (rear view) to fire to cable at walkers' legs. The harpoon fires like a homing weapon, latching onto the walker if fired when targeting system acquires a lock. View changes to front again and Player flies around walker at least three times (a voice saying, "One more pass!" , then "Detach Cable!" and Player must press fire button again, detaching cable. For bonus score and power-ups, Player can come around and destroy walker with laser blasts to the head and neck.

Player views: Inside cockpit, behind snowspeeder or rear gunner view.

Level ends when walkers destroy Echo Base's power generators (fixed time limit). When the level is complete, Wing Leader (if still alive) pulls in front of Player again, the Player temporarily traveling along a fixed path in third person toward AT-STs (chicken walkers) while score is calculated and instructions for next level appear. Fly past Luke as he uses his grappling lanyard to blow up walker with hand grenade as seen in film *THE EMPIRE STRIKES BACK*. Bonus for keeping Wing Leader alive and for number of AT-ATs destroyed.

Level 2: ESCAPE FROM ECHO BASE

[CUTSCENE : Watch snowspeeder land (third person), Dash jumps out and begins to run. Camera catches up and view becomes first person.]

Player must walk/run through the hangars and corridors of ECHO BASE to reach the **OUTRIDER**, encountering numerous snowtroopers (some with mounted laser cannon), WAMPA CREATURES (bursting through doors) and IMPERIAL PROBE DROIDS along the way. Watch **MILLENNIUM FALCON** blast off.

Player views: First-person or above and behind Dash.

Boss is AT-ST chicken walker blocking access to **OUTRIDER's** docking bay. When level is complete, score is calculated as we watch Dash run into **OUTRIDER**.

[CUTSCENE : **OUTRIDER** takes off, Player moves along fixed path toward Asteroid field as score is calculated, view from outside craft. TIE FIGHTERS chase. Dash in cockpit mumbling about how the Rebels sure are lucky he's on their side, Lee-Bo agrees.

Dark Prince Xizor stands in the shadows beside Emperor in Palpatine's chambers on the Imperial Planet Coruscant. He observes the conversation of Vader (a holoprojection) and Emperor as seen in film *Empire*. Xizor grins menacingly...

Level 3: NAVIGATE ASTEROID FIELD

Lee-Bo pilots *OUTRIDER* through asteroid field. Player takes gunnery controls, tail gunner style-firing at chasing TIEs, some of whom crash into asteroids or are blind-sided by the big rocks. Lee-Bo warns Player to turn back around to the front view and shoot oncoming asteroids which he cannot dodge.

Player views: Inside cockpit, outside craft, or gunnery positions.

Upon completion, *OUTRIDER* pulls out of asteroid field as last TIE blows up. Score is calculated, bonuses for destroying entire waves of TIEs as well as accuracy (counted in all levels). Ship Heads for Rebel Rendezvous in space.

[CUTSCENE : Scrolling Text Roll-up:

STAR WARS: SHADOWS OF THE EMPIRE

Still troubled by his fateful encounter with the evil lord Darth Vader, Luke Skywalker sets out to rescue his friend Han Solo who is frozen in carbonite and a prisoner of the feared bounty hunter Boba Fett.

When Fett has not arrived on Tatooine as expected to deliver Solo to Jabba the Hutt, Luke enlists the help of the daring warrior Dash Rendar to infiltrate a bounty hunters' hideaway and try to locate him.

Meanwhile, not far from the Emperor's Palace, the overlord of a secret crime syndicate devises a sinister plan that threatens the survival of the Rebellion as well as that of the evil GALACTIC EMPIRE it struggles to overthrow...

Imperial City, Deep inside the Lair of the Black Sun Organization:
XIZOR speaks with Guri, his beautiful but deadly female replica droid:

GURI: "As you commanded, my Master, the bounty hunters hired by Lord Vader to capture Skywalker alive now have orders to *kill* him. A magnificent plan, your highness, and it's certain no one will suspect you."

XIZOR: "Excellent. Advise our bounty hunters to locate Boba Fett. Skywalker will undoubtedly try to rescue his friend Solo from him." (fiendish grin again)
With Skywalker dead, the Emperor will surely reprimand Vader for his failed quest. I will then convince the Emperor that Vader intended turn Skywalker against him. Then I will take Vader's place at the Emperor's right hand and one day, perhaps the Throne as well..." (sinister laugh)]

Stage II: The Search for Boba Fett

[CUTSCENE : The **OUTRIDER** approaches the bounty hunter guild on the planet Ord Mantell. Lee-Bo informs Dash of a rear access to the well-guarded den through a salvage freight tunnel that runs through a graveyard of ancient and not-so-ancient wrecked starships. Also, he should steal a tracking device from the bounty hunter Zuckuss, who is known throughout the galaxy as a master hunter/tracker. The **OUTRIDER** lands in the rubble, Dash runs out.]

Level 4-STARSHIP GRAVEYARD

First-person battle with Trandoshans(Bossk), Gamorrean Guards, Worrt (like guard dogs)and heavy machinery. Also battle Zuckuss & 4-LOM (semi-Bosses). Acquire tracking device from Zuckuss. Race toward large freight-train type series of Cargo Skiffs. Train screams along at frightening pace through graveyard of ruined spaceships (similar to railroad, but no rails).Player chased by Cargo Skiffs with hunters on board, which attack from the sides (ala *MAD MAX III* film). Zoom in and out of tunnels, up and down/ in and out of molten metal-filled, factory-type buildings at high speeds, shooting at Sentry Droids, huge dippers of molten metal, robotic arms, claws, etc. Reach front of train and battle mechanized Load-lifter Boss monster and with Dengar at its controls.

[CUTSCENE : Dash holds gun on a beaten (yet still condescending) Dengar.

Dash: "Where's Boba Fett?"

Dengar: "I don't know. IG-88 ambushed him over Tatooine. Fett got the better of him and got away, but I'll bet that clever droid knows where Fett is now."

Dash: "I guess I'll have to find out from IG-88 where Fett is then, won't I?"

Dengar: "You're crazy, boy. He's killed hundreds all over this galaxy..."

Dash: "Yeah, I'm crazy allright. Where is IG-88?"

Dengar: "He's on Peradon..in some old weapons factory."]

Level 5: PERADON WEAPON FACTORY (INTERCEPT IG-88)

IG-88 was spotted in an old rusty, corroded and apparently abandoned weapons testing facility. Dash enters ominous rusty fortress, attacked by Sentry laser turrets, various mutant thugs and booby traps.

Moving platforms, acid pits, gas chambers, torture rooms.

Fight IG-88 Boss and acquire its data bank.

[CUTSCENE : Dash analyzes the damaged IG-88's data banks, which show that the droid tracked Boba Fett's ship **SLAVE1** to the planet Gall, an Imperial Garrison planet near Tatooine's system, where Fett was repairing his ship.

Gall, where massive, bottomless cliffs house thousands of docking bays and repair shipyards.]

Level 6 : THE GORGE

Piloting **OUTRIDER**, the Player travels along the treacherous Cliff Gorge on Gall. At end of obstacle-laden canyon, Dash lands in a discreet place near the Imperial base entrance.

Player views: Cockpit, behind ship

Level is complete when Player reaches landing platform. Score is calculated, and Player leaves ship on foot.

Level 7: THE CLIFF BASE OF GALL

(Lots of power-ups for jet pack on this level, which come in handy later...)
Wander the treacherous cliffs to find the entrance of the Imperial Base.

Player blasts through Imperial Base to the Central Computer to acquire data card map of docking bays and **SLAVE1**'s exact location. Steals jet pack from bad guy along the way.

Flying jet pack or running, Player searches for Boba Fett through the docking bays of Gall base using the map with the **SLAVE1**'s location. Encounters numerous baddies along the way, including all kinds of maintenance droids, Imperial Stormtroopers, guards and floating Sentry Droids. Environmental puzzles galore. Culminates in jet pack chase and duel with Semi-boss (Boba Fett himself who, when tired of fighting, (never defeated outright) boards the **SLAVE1** (Boss) which Player must battle while wearing jet pack. Attach new tracking device to back of **SLAVE1** before it zooms away.

Player views: First person or behind Dash on ground and flying via jet pack.

Upon Level completion, we watch **SLAVE1** limp away, tracking beacon aboard. Score calculated, bonuses for accuracy, etc.

(None of this action is mentioned in the novel, but this game relies heavily on a jet pack duel between the hero (Dash) and Boba Fett. We've done battle with Boba Fett and beaten him in at least three other games, even though it didn't happen in the movie--as long as he gets away, it's no problem to the game player/Star Wars fan. Why should this game be an exception? To remain true to the novel (where Dash only finds the **SLAVE1** from his ship and leaves) we can all assume that Boba Fett then moved his ship after this pesky encounter to a different hiding place on Gall and requested more Imperial protection. Dash then follows Fett to inform Lando and Chewie that he knows where Fett is and flies them right to the exact spot when TIE Fighters ambush them. No harm done.)

[**CUTSCENE:** Princess Leia, familiar with Dash's remarkable talents, asks him to shadow Luke on his journey to Tatooine, because during the battle above Gall, an assassin somehow managed to sabotage an X-Wing's targeting system, almost killing Luke. She's got a bad feeling... There is an assassin on the hunt. Dash agrees. He decides to snoop around in Mos Eisley while Luke makes a new lightsaber and hones his Jedi skills at Kenobi's home across the Dune Sea.]

STAGE III - The Shadower

[**CUTSCENE:** MOS EISELY Cantina: Dash overhears swoop rider gang setting out to kill Luke.

Level 8- MOS EISLEY/BEGGARS CANYON (SWOOP CHASE)

Ride swoop through streets of Mos Eisley and across the Dune Sea down hills into Beggar's canyon, chasing Swoop gang all the way and fighting them in *ROAD-RASH* type action.

Bikers attack from the sides and from behind. View from behind Dash's Swoop changes depending on position of attacker.

A dozen or so Swoop Jockeys to nail. Some Tusken Raiders leap from banthas standing along the sides of the canyon to join in the fun, too.

[CUTSCENE : Dash collars last Swoop Jockey...(dialogue temporary)

DASH: "Who sent you?!"

THUG: "How do I know you won't blast me soon as I tell ya?"

DASH: "You don't,"

THUG: "Okay, I'll tell you. It was-" (pulling hidden blaster from behind back and-)

-POW! - Dash blasts him. No choice.

LUKE : "I just received a message when these thugs jumped me...I must go meet the Bothans who have obtained information about a new Imperial Secret Weapon Project. I sure could use your help..."

Level 9- HELP LUKE AND BOTHANS CAPTURE FREIGHTER(WITH COMPUTER)

Fly **OUTRIDER** in attack on seemingly defenseless bulk freighter carrying plans for an Imperial secret weapon project(a second Death Star, unbeknownst to Rebels).Freighter suddenly reveals itself to be an almost impenetrable ogre with cannons emerging from all sides. It launches an assortment of homing missile defenses and attack drones. When all guns on freighter are destroyed, Player is lead on a fixed path to dock with freighter.

Level 10- ACQUIRE SUPER-COMPUTER

First Person commando action through Freighter, fighting Imperial baddies. Player searches for ship's map, four airlock keys and finally, the Super Computer with the plans.

(This action is not mentioned in the novel, but what fun is it to have Dash (thus, the Player) miss out on the more important parts of the story because he's busy crying his eyes out for his failure to destroy that missile? To remain in step with the novel we can have a scene depicting a surprise missile that kills the Bothans *after* they and Dash escape with the plans and think they're all home free. That would make more sense for the game. One would assume that, although angry with himself, he would be even more determined to make up for his failure by trying harder to prove his merit to Luke and everyone else than to just moan about his mistake.)

[CUTSCENE : Xizor and Palpatine in Emperor's chambers.

EMPEROR: I agreed to allow the plans for the second Death Star to fall into Rebel hands on your advice, Prince Xizor. I hope for your sake that you are right about this."

XIZOR: "I am right, Your Highness, as you will see. The Rebels now believe my organization provided them with this information. Soon, I will have Princess Leia Organa's complete trust. When I do, it will be an easy matter for you to lure the Rebels into your trap."

STAGE IV - Xizor's Black Sun Fortress

[CUTSCENE : **FALCON** and **OUTRIDER** sneak onto Imperial planet of Coruscant in (or hiding in sensor shadow) of giant bulk freighter. Dash, Lando and Luke part ways to find Princess Leia, now held captive by that doublecrossing scum Xizor.]

Level 11- SEWERS OF IMPERIAL CITY (INFILTRATE & DESTROY XIZOR'S FORTRESS)

Loaded with security blocks, environmental puzzles, sentry droids, sewer creatures, assassin droids, and finally -- Xizor's own personal bodyguard pets (big ugly ones, too).Rescue Princess Leia from Xizor's clutches and set thermal charges. Get out quick!

[CUTSCENE : Vader, far away on a mission set up by Xizor, learns of Xizor's plan to kill Luke. Now he's really pissed off and tells Captain Pielt to set course for Coruscant.]

Level 12- ACCESS TUBES (ESCAPE THROUGH SPACE ELEVATOR)

Following the *FALCON*, Player pilots *OUTRIDER* through this series of elevators and access tubes which connect Xizor's massive fortress on Coruscant (which is now blowing up behind our heroes) to the web-like maze of docking branches of the SkyWeb in orbit above the planet. Avoid abrupt dead-ends and such (similar to inside Death Star II in *Return of the Jedi* film). Amazing speed!

Level 13- DESTROY XIZOR'S FLEET AND SKYWEB BASE

Fly *OUTRIDER* into terrific space battle with Xizor's armada of starfighters and fast warships disguised as freighters and ore carriers. Then, toward the end of the battle out of Hyperspace come many Star Destroyers and a Super Star Destroyer apparently firing on the SkyWeb base as well. TIEs of all kinds join in the melee. A free-for-all with Xizor and his precious base stuck in the middle.

[CUTSCENE: Dash in cockpit, amazed.

DASH: "Hey, those Star Destroyers are attacking the base! Their shields are down! I'm gonna go in and take it out myself!"

LUKE OR WEDGE: "Watch out! Those TIEs will shoot everything in sight, especially us!"

On bridge of SkyWeb, Xizor and first officer observe through a window.

OFFICER TO XIZOR: "Our shields are gone, sir!"

XIZOR (frantic): "Call out the reserves! All of them!"

Player makes torpedo run through middle of SkyWeb base. Player blows up center of SkyWeb. Third person view of *OUTRIDER* escaping with *MILLENNIUM FALCON* and X-wings.

Luke: "Let's get out of here quick!"

[CUTSCENE: Happy ending with everyone back at rendezvous. Luke, Lando, Leia, Chewie and the droids can finally now go and rescue Han Solo from Jabba the Hutt.

LUKE TO DASH: "How about a commission in the Alliance, Dash?"

DASH: "No thanks. I'm a soldier, nothing more. Just glad to help out. If you need me again, you can always find me in the middle of a fight. Maybe we'll run into each other again someday. This galaxy's not as big as you'd think..."

Imperial City: Vader and Emperor in Palpatine's Chambers

EMPEROR: "You are certain that Prince Xizor attempted to kill young Skywalker when he knew of our plan to turn him to the dark side of the Force..."

VADER: "Yes, my Master. He was not to be trusted."

EMPEROR: "Are you certain that he is dead?"

VADER: "There were no survivors from the base,"

EMPEROR: "No matter, Vader. Soon the Rebellion will be crushed. Everything is proceeding as I have foreseen..."

THE END

The End... Credits, etc.

3-D models needed

VEHICLES AND VESSELS:

Star Destroyer	As in movies
Super Star Destroyer	As in movies
TIE Fighters	As in movies
TIE Bombers	As in movies
TIE Interceptors	As in movies
AT-ST walkers	As in movies
Millennium Falcon	As in movies
Slave-1	As in movies
Heavy Lifter Shuttle	For Star Wars: Special Edition
Swoops	For Star Wars: Special Edition
Outrider	As in Doug Chiang sketch
Shock Rapiers	As in Doug Chiang sketch
Guri's attack ship, the Stinger	As in Doug Chiang sketch
IG-88's ship, the IG-2000	As in Doug Chiang sketch
Disguised Ore Carrier	To be designed
Disguised Bulk Space Frieghter	To be designed
Frieght-train Repulsorlift Barge	To be designed

DROIDS, WEAPONS, BADGUYS AND THINGS:

Echo Base Laser Turrets
Imperial Probe Droid
Interrogator Droids (at least 3 different kinds)
Assassin Droids (at least 3 different kinds)
Sentry Droids (at least 3 different kinds)
Stormtroopers, snowtroopers
Wampa Creatures
Sewer creatures
Bounty Hunters:
 4-LOM
 Zuckuss
 IG-88
 Bossk
 Dengar
Gamorrean Guards
Thin Droid ASP from SWSE '97
NEW Probe Droid from SWSE '97

Motion Capture List

(several different takes of all of below, especially hits)

Pointing in a surprised fashion ("hey! Look!")
Standing and looking as if on guard duty
Lowering weapon from chest
Standing and firing weapon, holster&unholster
 chest high and waist high
 pistol and rifle
 wrist weapons
Standing and throwing grenade
Throwing ax or object
Swinging ax or spear
 and shaking it over head (in taunting sandpeople manner)
Leaping forward from standstill
Leaping from ground and from high place
Leaping in an attack fashion (see Kung-Fu movies)
Jumping up
Getting hit-temporary, then recover
Getting shot dead Crouching
Crouching and firing weapon
Walking
Walking with weapon
Jogging
Jogging with weapon
Running
Running with weapon
Walking/Running Stairs Up and Down
Walking/Running Incline Up and Down
Large step or leap (from pedestal to pedestal)
Riding speeder bike
Riding speeder and firing weapon
Riding speeder and kicking
Leaping from speeder bike in attack
Falling from speeder bike

Items/props we may need:

Steps
Ramp
Something resembling swoop bike/speeder to sit on
Authentic stormtrooper blaster (for correct size and weight)
Staff (size & weight of Tusken Raider Gaderffii stick)
Ax-type object
Grenade-type object
Large crate or step to jump from
Mattress or landing cushion

Level List

FIRST PERSON:

1. **Echo Base**
Inside ice hallways, hangar, inside power generator room.
2. **Peradon Weapons Factory**
Ancient weapons testing facility. Moving catwalks, ruins of big buildings, rotted superstructure. Acid pits and the like.
3. **Starship Graveyard**
Tunnels for Freight Barge (train), heavy machinery, etc. Big machines and robotic arms. Crushers and cranes.
4. **Cliff Base of Gall**
Rocky terrain, caves, ledges, etc. leading into Imperial architecture, very tall rooms, multiple levels for jet pack flight. Giant docking bay rooms, lots of parked spaceships (seen throughout game)
5. **Bulk Space Freighter**
Airlock bay to corridors with many bulkheads. Cargo boxes, etc. everywhere. Very tight and claustrophobic. Not unlike mix between inside of blockade runner in *STAR WARS* and the *NOSTROMO* in *ALIEN*.
6. **Alleys and Sewers of Imperial City**
From grand architecture seen in McQuarry sketches to seedy, scummy, filthy, rat-infested cesspools of the underground sewer tunnels with grid-iron catwalks, scum drippage.
7. **Xizor's Palace in Imperial City**
Ancient, medieval castle-looking with high ceilings, arched beams, flying buttresses, etc. Many passageways, stairs and evil lighting.

LOW FLIGHT ENGINE:

1. **Hoth battlefield**
valley with trenches, turrets, snowbanks. Surrounded by mountains. Heavy lifter shuttles dropping off walkers? Echo Base exterior in side of cliff face. Snow, Ice.
2. **Asteroid Field**
Many thousands of asteroids (some background), and one big asteroid at end. Clever view change to deal with approaching big one and being over its surface (see Star Wars 32x death Star approach for example).
3. **Cliff Gorge of planet Gall**
Steep rocky ravine like Hell's canyon. Lots of jutting rocks and obstacles, tight turns, etc. Low fog below.
4. **Streets of Mos Eisley**
As in movie, *STAR WARS*.
5. **Dune Sea**

Vast open expanse of sand dunes with skeletal remains every so often and huge Sarlacc pit holes. Smooth and sandy.

6. Beggar's canyon

Rocky, tight turns, rocks on ground to go over, rock bridges to go under. Big steep cliff at end to avoid.

7. SkyWeb elevator shafts

Multiple tunnels with moving transport lifts and girder-like latticework construction.

8. SkyWeb Base

A spider-like expanse of access tubes, some leading to planet below, and ship docking platforms. Inner construction similar to look of inside second Death Star in *RETURN OF THE JEDI*.